

## SIGHT

TILE	CONDITION	RANGE	DIFFICULTY <sup>(*)</sup>
In daytime	Clear	Unlimited	3
At night	Dark	8	6
Underground passages	Pitch dark	0	-

<sup>(\*)</sup>: The minimum difficulty for moves requiring sight.

**Note:** By default, all the outdoor squares of a nighttime game board are considered dark, even if the drawing of the board includes lanterns and other sources of public lighting. The lighting of these sources is already taken into account in the general lighting conditions.

## LIGHT SOURCES

SOURCE	PERIMETER OF LIGHTING
Candle, will-o'-the-wisp	1
Torch	2
Camp fire/fire	3
Lantern	4

## NIGHTVISION AND INFRARED VISION

Everyone is not equal regarding the lighting rule. Some being used to live underground or in dark places, have developed an extraordinary sight. Naturally, such a sense can become a handicap in conditions of clear luminosity.

SPECIES (CULTURE) <sup>(*)</sup>	LUMINOSITY		
	Clear	Dark	Pitch dark
Elves (Spider)	clear	clear	pitch dark
Dwarves (Hydra)	dark	clear	clear
Dwarves (Wild boar)	clear	clear	pitch dark
Humans (Stag)	clear	clear	pitch dark
Wolvens (Wolf and Hyena)	clear	clear	pitch dark

<sup>(\*)</sup>: The peoples who are not on this table possess no particular adaptation to twilight and use the normal rules.

## BEING STEALTHY

Certain rules use the notion of "obvious", everything which isn't stealthy is considered obvious. **By default, everything is obvious.** Is considered stealthy:

- A character or an element of scenery in a pitch dark and deafening area;
- A character or an element of scenery in a calm and deafening area;
- A character who succeeded a Hide/OPP move.
- An object targeted by a successful Conceal/OPP move.
- A character or an object of Very Small size (SIZE 1).

**ATTENTION!** The stealth ensuing from the "hide" move is relative; it must be ignored if:

- The hiding place is a dark square and that the observer can ignore this factor (see Nightvision and Infrared vision);
- The character swims in the water, but the observer is also in the water;
- The hiding place is an obstacle which is not situated between the observer and his target.

Besides, a character in a pitch dark, deafening area, and occupied by NPG capable of seeing in such conditions is not automatically stealthy.

## HEARING

CONDITION	RANGE	DIFFICULTY <sup>(*)</sup>	EXAMPLE
Quiet	8	3	Street at night and inside a house
Noisy	same area	6	Day street, houses on the alert
Deafening	-	-	Busy market, party, revolt and pitched battle

<sup>(\*)</sup>: The minimum difficulty for moves requiring hearing.

## SMELL

SITUATION	RANGE	DIFFICULTY <sup>(*)</sup>	EXAMPLE
Odourless	2	6	Clean House
Fragrant	1	9	Streets of the upper city, the market
Sickening	-	-	Streets of the lower city, the battlefield

<sup>(\*)</sup>: The minimum difficulty for moves requiring smell.

## SOME OBSTACLES

OBSTACLE	HEIGHT
Tree	5
Bench	2
Corpse	[SIZE of the race]-1
Chair	1
Wagon	3
Chimney	3 <sup>(*)</sup>
Rubble/fallen rocks	3
Stall	3
House	4
Stalactite	2
Table	2
Heap of garbage	1
Barrel	2

<sup>(\*)</sup>: According to the SIZE of the fireplace from the roof where it appears, not according to its hearth.

## TYPES OF MOVEMENT

MANEUVER	MODIFIER FOR THE MOV COST
Forward	+ 0
Quarter turn	+ 0 for the first one, + 1 for the following during the same maneuver
Side step	+ 1
Backward	+ 2
Diagonal step	+ 0, + 1 if threshold or obstacle
Diagonal back step	+ 2, + 3 if threshold or obstacle

# THE MOVEMENTS

## THE GROUND

NATURE OF THE SQUARE		COMPULSORY/FREE GAMBLER			
		Cost in MOV	Slither/Swim	Hide	Cover
—	Rope, uneven wall	1	+0	+0	+0
—	Wall, smooth wall	2	+0	+0	+0
	Muddy water, sewers	2	+0	+2	+0/-2 <sup>(*)</sup>
	Clear water	1	+0	+0	+0/-1
	Indoor floor	1	+0	+0	+0
	Cobbled street	1	+0	+0	+0
	Underground passage	2	-1	+0	+0
	Rough terrain	3	-1	+0	+0
	Hard-packed earth	1	+0	+0	+0
	Sloping roof	2	-1	+0	+0
	Level roof	1	+0	+0	+0

<sup>(\*)</sup> : The first figure applies to what is over the water, the second to what is completely immersed.

- **Cost in MOV:** The number of points of movement to be deducted from the MOV to move over a square of this type.
- **Slither / Swim:** Figures preceded by a "+" indicate the number of free gambles conferred by the ground. Figures preceded by a "-" clarify the number of gambles imposed by the ground.
- **Hide:** Same.
- **Place setting:** Same.

## MODIFIERS

SITUATION	COMPULSORY/FREE GAMBLER			
	Cost in MOV	Slither/Swim	Hide	Cover/square
Damaged	+0	-1	+0	+0
Rain	+1	-1	+0	-1
Fog	+1	-1	+0	-1
Dark square	+2	-2	-	-
Smoky	+1	+0	+0	-3
Wooden floorboard	+0	+0	-1	+0
Metal floor	+0	+0	-2	+0
Rug	+0	+0	+1	+0
Vegetation	+1	+0	+1	-1

- **Cost in MOV:** The number of points of movement to be deducted from the MOV to move over a square.
- **Cover:** Applies to the range of sight.

## HARDSHIP

TYPE	INITIAL PERIOD	PERIOD OF HARDSHIP	DAMAGE ROLL
Thirst	2 days	1 day	+ 1d6
Hunger	3 days	2 days	+ 1d6

Type: Lethal/1, Penetrating/Ø

## FIRE AND HEAT

INTENSITY	DAMAGE ROLL
Torch	1d6
Bonfire	3d6
Inferno	5d6
Volcanic furnace	7d6

Type: Lethal/1, Penetrating/Ø

## COLD

TEMPERATURE	DAMAGE ROLL
Less than 5°C	1d6
Less than 0°C	2d6
Less than -10°C	3d6
Less than -30°C	5d6

Type: Penetrating/Ø

## EXPLOSIONS

QUANTITY	DAMAGE ROLL <sup>(*)</sup>
Powder cone	1d6
Grenade	3d6
Powder keg	5d6
Barrel of powder	7d6

Type: Normal

## DISEASES

SERIOUSNESS	POTENTIAL
Mild	1d6
Contagious	3d6
Virus	5d6
Epidemic	7d6

Type Penetrating/Ø

## DROWNING AND ASPHYXIATION

PERIOD	POTENTIAL
1 round	1d6
2 rounds	3d6
+ 1 round	+1d6

Type: Penetrating/Ø



## EVOLUTION OF THE THREAT

GENERIC PARAMETERS	
Situation	Evolution
At least one shout	+ 1
At least one action or reaction of confrontation is used by an obvious character	+ 1 <sup>(*)</sup>
At least one firearm is shot	+ 2 <sup>(*)</sup>
At least one NPC is killed in front of witnesses	+ 2
Incantation of spell or call for a miracle	+ 1
At least one FEAR value is increased	+ 1
At least one PC penetrates into a quiet area	2
PC neutralize all the NPC of their area	-1
PC use successfully an interaction move	-1
Out of the way	-1
Favorable conditions	-1/-2

<sup>(\*)</sup>: these parameters do not add to each other.

IN THE STREET	
Situation	Evolution
At least one weapon is worn by a PC more than 1,30 m tall (upper city)	+ 1 <sup>(*)</sup>
At least one outward sign of wealth (low city)	+ 1
At least one weapon is unsheathed by a PC	+ 1
Suspicious activity	+ 1

<sup>(\*)</sup>: These parameters do not apply if at least one action or reaction of confrontation was used during the round by an obvious character.

IN HOUSES	
Situation	Evolution
An obvious intruder makes an action or a reaction	+ 1 <sup>(*)</sup>
A guard spots an intruder	+ 1
A guard identifies an intruder	+ 2
Evidence is discovered	+ 2
Burglar alarm	+ 1
Presence of the other	+ 1
A guard successfully achieves a Look Out/ DIS action in a area void of intruders	+ 1

<sup>(\*)</sup>: These parameters do not apply if at least an action or a reaction of confrontation was used during the round by an obvious character.

IN THE COUNTRYSIDE AND THE UNDERGROUND	
Situation	Evolution
At least one light source	+ 2
A creature spots an intruder	+ 1
Abnormal noise (steam machine in a forest, etc.)	+ 2
Unusual smell (perfume, naphtha, etc.)	+ 2
At least one weapon is unsheathed by a PC	+ 1
Suspicious activity	+ 1

## CURE AND MEDICINE

HEALTH	NATURAL CURE
Unhurt	1 hour
Lightly wounded	1 weeks
Seriously wounded	2 weeks
Critically wounded	3 weeks
Incapacitated	4 weeks

**Note:** Recovering a perfect health thus requires ten weeks.

HEALTH POINTS	
Stunned <input type="checkbox"/>	
Unhurt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1
Light Wound	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2
Serious Wound	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3
Critical Wound	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (-4)
INcapacitated	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (-4)
PROTECTION	
PRO: .....	Mod: .....

## THE CHARACTERISTICS OF A GAME BOARD

All this information is accessible to the players.

- Name (district or geographic situation)
- Original Threat level
- Attitude of the district
- FAITH of the district
- Default level of lighting
- Default level of noise
- Default level of smell

## DEFENSE MODIFIERS

FALLS	
HEIGHT	DAMAGE ROLL <sup>(*)</sup>
< 3 m	1d6
De 3 à 5 m	3d6
De 5 à 7 m	5d6
> 7 m	7d6

**Type:** Penetrating/Ø

**Care:** Heal, Operate

<sup>(\*)</sup>: The PRO value of a metal armor adds to the final result of the damage roll if such equipment is worn.

IN CONTACT	
SITUATION	DEF OF THE TARGET
Lower SIZE Target than the attacker	+ 1
Same SIZE Target	+ 0
Superior SIZE Target than the attacker	- 1
Blow dealt with an untrained limb (Left hand for the right-handers)	+ 2
Grounded target	- 2
Target behind an obstacle	+ 1
Use of a parry weapon	+ parry bonus

AT RANGE	
SITUATION	DEF OF THE TARGET
Short range	4
Medium range	6
Long range	9

TARGET...	DEF OF THE TARGET
SIZE 1	+ 3
SIZE 2	+ 1
SIZE 3	0
SIZE 4	- 1
SIZE 5	- 3



## INFLUENCE LEVEL OF AN OBJECTIVE

INTERACTION	NATURE OF THE OBJECTIVE	INFLUENCE LEVEL
Someone wants the target to reveal something	Confession	1
Someone wants the target to look or to exchange something	Deal	3
Someone wants the target to do something	Manipulation	4
Known target		- Intimacy

**Collective** + 1/character, beyond the first one

**Information gained from a contact** + 1 to + POT

### CONSEQUENCES FOR THE TARGET:

Loss of unimportant resources	+1
Loss of considerable resources	+2
Loss of his own resources	+4
Potential danger	+2
Certain danger	+3
Mortal danger	+5
Going against his will or his drives	+1
Gaining resources	-1
Gaining protection	-1
Satisfying his envy or his drives	-1
No ill consequences even on the long-term	-2

### THE INDIRECT OBJECTIVE MODIFIERS

THE INDIRECT OBJECTIVE MODIFIERS	INFLUENCE LEVEL
A violent feeling	+3
A deep conviction	+2
A temporary emotion	+1
A vague belief	+1
A vision of the world	+4

## CHEMICAL INCIDENTS

This table is valid for the incidents related to ointments, to poisons and to mutagenic.

D6	EFFECT
•	<b>Euphoria:</b> Pugnacity becomes the attitude of the character for the rest of the opposition.
••	<b>Used to it:</b> The user is affected only by double doses till the end of the opposition.
•••	<b>Ouch!</b> The user suffers an injury (POW 1d6, Penetrating / 0).
••••	<b>Immunizing reaction:</b> The user is not affected by the product anymore till the end of the opposition.
•••••	<b>Addiction:</b> The user becomes addicted for the product. (*)
••••••	<b>Allergy:</b> The user suffers an injury (POW = Instability, Penetrating / 0).

(\*) If this one already implies an addiction, the duration of the weaning is doubled.

## MECHANICAL INCIDENTS

This table is valid for the incidents related to machines, to steam, to naphta and to Constructs.

D6	EFFECT
•	<b>Surplus:</b> The use requires twice the refills than foreseen.
••	<b>Dysfunction:</b> The user does not benefit any more from the rule of the accumulations to operate the object.
•••	<b>Break:</b> The object suffers damage (POW = 1d6, Penetrating / 0).
••••	<b>Breakdown:</b> The object does not work any more until it is fixed.
•••••	<b>Destruction:</b> The object is destroyed.
••••••	<b>Collateral Damages:</b> The object is destroyed and the bearer takes damage (POW=Instability)

## Round of Opposition

### 1) Setup Phase

Each PC has a POT d6. The Pugnacious go first, then Dextrous and so on.

**No dice?** If a player has no dice in his reserve at the beginning of the round, he does not take part in the declaration phase and is not entitled to any action or reaction.

### 2) Declaration Phase

Each PC, in turn, declares the distribution of their dice between his AP and RP.

All dice placed in the same pool: +1 to the final results of the associated roll. A player with only one d6 does not take advantage of this bonus.

### 3) Resolution Phase

The PC with the most d6 in AP has the initiative.

**Equality?** The Pugnacious play first. Smaller PCs act first in case of conflict.

In turn of initiative, All PC announce and resolve actions and moves.

**Several actions during the same round:** -2 cumulative by additional action.

Once a players said all the variables of an action, legitimate opponents can react. If several opponents react, their reactions are handled in the order of the initiative, according dice present in RP.

Unless otherwise specified, it is not possible to use more than one reaction to the same action of a given opponent.

**Several reactions during the same round:** -2 cumulative by additional reaction.

Conditional announcements are counted as reactions.

The reaction test must take place once the reaction is declared, but before the action test. The end result is the difficulty of the action undertaken.

A reaction always opposes an action, never a reaction.

### 4) Conclusion

- Change of Attitude: 1d6
- Unresolved conditional actions: 1d6 of the RP, if any remain, or on the recovery of the POT if RP is empty.
- Recovery of the pool with RP OR AP d6 leftover. Pool is added to POT d6 up to 2x POT.
- New characters can enter combat.

## Useful Pages PHB

- Reach.....p.126
- **Round by Round**.....p.128
- Races.....p.137
- **Cultures**.....p.140/141
- Incantation.....p.149
- **Called Shots**.....p.187
- Attitude Opposition.....p.216/217
- **Spell Casting**.....p.261
- Miracle Calling.....p.296
- **Weapons & Armor**.....p.337-339



THE FREE CITY  
**ADWALLON**



**RACKHAM®**











LA CITÉ FRANCHE  
**ADWATION.**



RACKHAM®